LOST RUINS OF ARNAK

THE SEARCH FOR PROFESSOR KUTIL

When a wealthy sponsor approached our small team offering to fund an expedition, I could scarcely believe it! Its sole goal would be to locate the lost expedition of the famous Professor Kutil, who vanished about a year ago. The man was widely known for his supposedly delusional claims that a lost land was hidden somewhere in the uncharted waters of the Pacific Ocean.

Needless to say, we accepted right away. I was already familiar with some of his research, but – let me tell you – this entire endeavor was much more challenging than I had anticipated. I must confess I was on the verge of giving up several times and would have probably turned back long ago if it were not for my dear pupil, Antoinette Dupré. You could very well say it was she who found this wondrous island. Her tenacity and judgment do not cease to amaze me.

Sadly, life is not filled with only pleasant surprises. I recently discovered that Antoinette has decided to rebel against my leadership. She formed a splinter faction in our expedition, gaining many for her cause. I must have been too blind to see it. She is a great scholar with a passion for knowledge and accuracy and was a great friend too. But maybe she is too young, too greedy to gain recognition and fame. Still, she is an inspiring figure nonetheless, and many are swayed by her passion.

Our expedition was supposed to be able to face anything. But with our ranks now splintered, and so many following her lead, I fear we might not accomplish our goal here.

The Search for Professor Kutil

Campaign Rules Introduction

To play the campaign, you need the **LOST RUINS OF ARNAK** board game, and you need to be familiar with the rules for the solo variant. You can find the rules at ***arnak.game***.

After following the special setup instruction for each chapter, set up the rest of the game following the standard solo game setup. Each chapter will specify which side of the board to use, as well as certain tweaks that will make the chapter unique. Be sure to check out the special setup rules before setting up the game.

You may play the campaign with the purple actions from the solo mini-expansion that you can also find at ***arnak.game***.

New keywords

There are several new elements we are introducing in the campaign. These are:

- **Special Rules**
  These will be revealed for each chapter as you progress through the story.
- **Goals**
  When you accomplish a goal, you win the chapter. Even then, keep playing until the end of round V to record your final score.
- **Achievements**
  It is not necessary to complete them to win the game, but completing them can improve your score and possibly offer extra rewards to carry on to the next chapters.
- **Story Markers**
  You will need a handful of coins or board game tokens to mark certain story points – the reserve tiles may be used for this purpose. The starting player marker will be used as a special story marker. The rival does not gain nor remove any story markers.
- **Story Cards**
  There is a deck of story cards for each chapter. You may print them out, or use the web app to handle the cards. Unless the setup specifies otherwise, shuffle the corresponding deck before the game and place it near the board. You will draw a card each time you gain . Resolve the story card immediately.
- **Reward**
  At the end of a chapter, you will usually receive a reward based on how many achievements you accomplished.

Scoring and Winning

The difficulty should be set for the entire campaign before you start the first game. That way, it will be easier for you to compare your score with your future results or with other players.

You win a chapter if you complete all the goals. Compare your score with the rival's score – the difference between them is your **dominance**. You do not need to beat the rival's score to win, you can continue the campaign with a negative dominance.

You lose the chapter if the game ends before you accomplish the chapter's goal. Record no score and try the chapter again.

Campaign results are counted after you win the final chapter. Your score for the campaign on the chosen difficulty is the sum of all the chapters' **dominances**.

Meet your Rival

Before you start to play, you will need to choose the rival deck difficulty to use during the whole campaign. Choose wisely – you should keep the same difficulty throughout the entire campaign if you want to be able to compare your score with other players.

To count your difficulty, add up the value of all the rival cards you choose to use. Green has a value of 0, red 1, and purple 2.

In the table below, you will see your difficulty level name, as well as your starting resources, which might differ from the normal solo game.

0. **BACKYARD EXPLORER**:
1. **SCOUT**:
2. **ADVENTURER**:
3. **SEASONED EXPLORER**:
4. **PATHFINDER**:
5. **EXPEDITION LEADER**:
6. **RENOWNED ARCHAEOLOGIST**:
7. **RELENTLESS LORE HUNTER**:
8. **WORLD-FAMOUS ARNAKOLOGIST**:
9. **ARA-ANU'S CHOSEN ONE**:
10. **REINCARNATION OF ARA-ANU**:

Chapter I – The Lost Expedition

When we first arrived, the land seemed pristine. But soon, we found signs of human passage – wreckage of a plane near the shore. Surprisingly, it appears that, with the right equipment, we might be able to repair it. What a discovery!

On our approach to the wreckage, we disturbed a strange beast – a giant Owl, seemingly a statue, hewn of rock. However, it flew off as we approached it. Our poor cook is still in shock over this. He claims to have seen it carrying something away – possibly a book. If that was some kind of journal Kutil left behind, we should definitely try looking for it!

For now, we have decided to look for any signs of the expedition in the jungles near the shore in hopes of locating any possible survivors, while also trying to track down the Owl to retrieve the book it carried away, for it may hold priceless information.

However, we have encountered beasts in the jungle, the likes of which we have never seen before. Giant, majestic, and fearsome. Some become friendlier when offered gifts; others, strangely enough, respond if you best them in a fight – they become almost tame, lingering around, even helping us for a while. Never have I seen such a thing. I sincerely hope we will have time to study this phenomenon.

For better or worse, Antoinette and her followers decided to pursue a different course of action, focusing heavily on studying the ruins. I do not know what their aim really is, but we can say for certain that they have shown no interest in looking for Professor Kutil so far. Perhaps she plans to claim sole credit for discovering the island?

Setup

To set up the first chapter, follow the steps below and then set up the rest of the game following the standard solo game setup.

Step 1

- Use the **BIRD TEMPLE** side.

- Remove the *Stone Key* artifact and the *Brush* item from the game for this chapter.

- Set aside the *Aeroplane* and *Journal* items to be used in steps 2 and 3.

Step 2

- Place the crashed plane level site over the two-compass site, and place the *Aeroplane* card underneath.

Step 3

- On the research track space with the owl illustration, place the marker instead of a research bonus tile.
- Place the Owl guardian next to the board, with the *Journal* card underneath.

Step 4

- Do not set up any idols on the board.
- Instead of an idol, place a on each site in region .

Step 5

- Remove the compass archaeologist action tile from the rival's action stack (only for this chapter).

Step 6

- Take the starting resources according to your difficulty level.

Special Rules

To win this chapter, you need to find and overcome the Owl guardian.

Discovering New Sites

- You cannot Discover a New site in region .
- Whenever you Discover a New site in region :
  - Draw 2 site tiles, choose one of them and resolve its effect. Put the unused site on the bottom of the stack.
  - After awakening the guardian, take the story marker.
  - Reveal a story card and choose one of the two options it offers.
  - Then place the site's story marker next to a row of the research track. Your tokens can only access spaces in a row that has a story marker next to it.

Researching

- counts as a story marker. You don't need to place a on its row.
- Both your and tokens can only research in rows that are already marked by a or the .
- You cannot research above the Owl until you have overcome it.
- Rows above the Owl still need to be marked with a to be accessible, including the temple.

Story

- is a story marker. When you gain it, reveal a story card.
- When you research the space with the story marker, leave it there and read the story text marked with the in this rulebook.
- Once you have reached the Owl space, you can Overcome the Owl guardian as your main action at any later turn.

The Crashed Plane Site

- Treat the site as a site in this chapter.
- As your main action, you can pay 5 coins to take the *Aeroplane* card into your hand. If you do, remove the site tile from the game. (You do not need to be on the site to do this.) The site underneath now becomes the usual site.

Rival

- Your rival has no compass action in this scenario, leaving 9 action tiles in her deck.
- The rival is not limited by any story markers while researching.
- Your rival does not discover new sites nor reveal guardians. Instead, whenever she should Discover a New site, she randomly draws a token from the box (or two whenever she should Discover a level site) and places it face up on her board following the usual rules: Unique will be worth 3 points and duplicates 2 points at the end of the game.

Goals

To win the chapter, you need to complete these 2 goals:

- – Advance your magnifying glass to the space marked by the starting player marker .
- Overcome the Owl guardian.

Achievements

- Score 4 points if you reach the row with your notebook token.
- Score an additional 3 points if you manage the previous achievement without exiling the *Journal* card.
- Score 5 points if you reach the temple with your token.

Read this text when you reach the with your magnifying glass.

We finally tracked the Owl to an ancient temple. The walls are covered with inscriptions. The Owl guards this place fiercely, sitting on a horde of ancient tablets. It seems to be particularly fond of any kind of writing. Could this be the advantage we need?

The Owl guardian cannot be overcome by any other means than paying the three tablets. Once you overcome the Owl guardian, keep it as usual (you can use its boon), and add the *Journal* to your hand.

Read this text if you overcome the Owl guardian:

After some trial and error, we discovered that the Owl actually became peaceful after we offered a few tablets for its hoard, and it even allowed us to take the warpicious journal from its collection. Hopefully, the journal has more information about the destination Professor Vuttl had in mind.

Rewards

If you successfully finished this chapter, you may choose a reward to carry on to the next chapter – you will start with one extra item on the bottom of your deck:

- If you fulfilled the goals of this chapter, start with the *Journal*.
- If you also fulfilled **one** of the achievements, **instead** of the *Journal*, you may keep one of the other item cards in your deck, provided it costs 3 coins or less.
- If you fulfilled **multiple** achievements, **instead** of the *Journal*, you may keep one item from your deck or your rival's deck, provided it costs 3 coins or less.

Please make a note of which reward you chose so you can start with it in the next chapter.

Chapter II – The Survivor

Studying the journal yielded its rewards – while we have not deciphered everything, we now know where they were headed. We set off immediately.

We have found that the beasts we befriend often linger and help us to move through these jungles more efficiently, which is especially useful while looking for traces of Kutil's expedition in this vast land.

After a few days, we began to stumble upon some traces of human passage here and there. Disturbingly, some of the things we find seem to be relatively undamaged. I wonder what happened to the expedition that made them leave such valuable equipment just lying around in the jungle? It is a bit worrisome, but let's hope for the best.

Setup

To set up this chapter, follow the steps below and then set up the rest of the game following the standard solo game setup.

Step 1

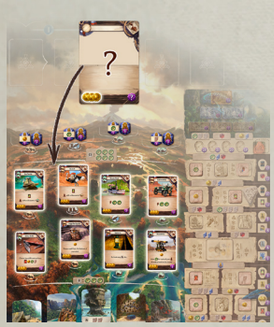
From Chapter I:

- Place the *Journal* card on the bottom of your deck. (Or another card, if you gained it as a reward in the previous chapter.)

Rival

- When setting up the temple tiles, place one of the 11-point tiles on your rival's board. Only one will be left in the temple.

Step 2



- Use the **SNAKE TEMPLE** side.
- Place a random face-up item costing on each site in region instead of an idol tile.
- In region , place idol tiles as usual.

Step 3

- Place a at the end of rows 2, 6, and 8 on the research track.
- Place the at the end of row 4 as a special story marker.
- Divide the story card deck for this chapter into three parts according to their backs, and prepare a random card face down next to rows 2, 6, and 8 of the research track.

Step 4

Take the starting resources according to your difficulty level.

Special Rules

To win this chapter, you need to reach the temple before your rival does and gain the remaining 11-point tile. You also need to collect two idols.

Discovering New Sites

- You cannot Discover a New Site in region until you reach the assistant rescue space on the research track.
- In region , instead of gaining an idol, gain the site's item to the bottom of your deck. Other than that, discovery works according to the usual rules.

Researching

- As your main action, you may remove one of your overcome guardians from play to Research with either your or your for free, even if you have already used the guardian's boon. This might be especially useful for paying the research cost. However, you cannot use this action to take a temple tile.

Story

- Whenever your reaches a row with a , reveal the prepared story card.
- The marks one of your goals. When you reach it with your , read the story text connected to it in this rulebook.
- The story card you gain upon reaching the Lost Temple row will offer you an optional bonus instead of taking one of the face-down bonus tiles. You may look at the tiles before deciding whether to take one or to use the optional bonus.

Rival

- When the rival expedition discovers a site in region , they gain the item card and a random leftover idol face up following the standard rules: Unique idols will be worth 3 points and duplicates 2 points at the end of the game.

Goals

To win the chapter, you need to complete all these goals:

- – Reach the assistant rescue space with your .
- Reach the Snake Temple before your rival does.
- Gain the remaining 11-point tile.
- Have two idols.

Achievements

- Score 4 points if you have two unused idols at the end of the game.
- Score 3 points if you have no *Fear* cards at the end of the game.

Read this text, when you reach the assistant rescue space:

The Survivor

Found a survivor! We could scarcely believe it at first. While tracking a beast, Natasha heard a suspicious scratching sound. Believing it was another guardian, she approached it warily, but what she found was very different from a fearsome beast. It was a member of Yuuti's expedition!

After getting separated during an ambush, the survivor was unable to find Yuuti again and seemed quite glad to join us. We now know that the professor passed through here, and we know roughly where he intended to go. She was headed further inland to document a temple dedicated to the snake god, Xar-Xal, a fairly unpleasant deity of power, strife, and war.

It will not be an easy journey, but finally, we have a clear goal! Let's just hope we get there before Antoinette. If the professor is still alive, I'd rather we find him first, for I cannot be sure of Antoinette's intentions.

- The chosen assistant joins your expedition exhausted, as usual. Take note of which assistant it was; you will need this information later.
- From this moment on, you can discover sites.

Conclusion

Upon reaching the temple, it was clear that we were not the first ones there. While the gate was closed, it looked like somebody tampered with it not long ago. At first, I was taken aback. It seemed that despite our best efforts, Antoinette had beated us.

Thankfully, after investigating the scene better, I don't think that was the case. This was not the work of my former friend, but rather – I dare to hope – the traces of Professor Yuuti's passage. Perhaps we are now getting closer? We may be able to catch up to him soon!

After opening the gate and deciphering a few of the inscriptions on the walls, we now think that this temple is guarding an entrance to a secret network of underground tunnels. Maybe this is what professor Yuuti was after? But the writings are rather ominous. Just a few warnings along the lines of "the unworthy shall perish."

It would be best to be well prepared for the underground.

Rewards

If you successfully finished this chapter, you may choose a reward to carry on to the next chapter – create a deck from the following equipment suitable for exploring the underworld:

- **Grappling Hook**
- **Rope**
- **Whip**
- **Torch**
- **Axe**
- **Flask**

From this deck, draw randomly 2, 3, or 4 cards according to the number of fulfilled achievements in Chapter II (0, 1, or 2) and select one item. You will start the next chapter with this item on the bottom of your deck.

You will also start the next chapter with the assistant you rescued in this chapter.

Please make a note of your rewards to be able to start with these in the next chapter.

Chapter III – The Tunnel of Terror

Our best guess is that Professor Kutil continued his journey using the underground tunnels sprawling in all directions under the temple. They instill a sense of foreboding, and we would rather keep out of them, but it will be necessary to explore them if we are to have any hope of finding out more. I feel it would be easy to get lost here, but the inscriptions on the tunnel walls might hold a clue as to how to navigate this maze.

Our tracker, however, seemed restless, and she took me aside for a while to talk about her suspicion. She thinks the tunnels are inhabited by some of the fearsome creatures we have come to call Guardians – and not just a few, but many. If that is the case, it is truly a shame we will not have the time to study their strange behavior, for our top priority now must be finding the professor – I worry about his safety.

If we are to venture there, we will need to be prepared.

Setup

To set up this chapter, follow the steps below and then set up the rest of the game following the standard solo game setup.

Step 1

From Chapter II:

- You start the game with an extra assistant. If you played the previous chapter, take the one you rescued there; if not, take a random one. It starts the game silver side up and refreshed.
- Place your reward item from Chapter II on the bottom of your deck. If you didn't play the previous chapter, create a deck from the following cards: *Grappling Hook, Rope, Whip, Torch, Axe,* and *Flash*. From this deck, draw 2 at random and select one to place on the bottom of your deck. Return the remaining cards to the items deck.

Step 2

Changes to the regular solo game setup:

Use the **BIRD TEMPLE** side.

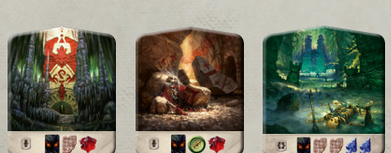
Remove the *Guardian's Crown* artifact from the game for this chapter.

Place the next to the tiles in the temple.

Step 3

Set up the Tunnel of Terror:

- Place these three sites on the map as shown.



Step 4

Set up the Tunnel of Terror:

- Place one random guardian tile on the lowest site, two on the middle site, and three on the top site – all face down.
- Place a on each of the three sites.

Step 5

Take the starting resources according to your difficulty level.

Special Rules

To win this chapter, you need to defeat all guardians on the tunnel sites, as well as reach the temple and claim an 11-point tile.

Tunnel Sites

- These sites are already discovered.
- At the start of the game, you can Dig at the lowest tunnel site, but not the rest of the tunnel.
- The first time you Dig at a tunnel site, all guardians on that site are revealed.
- A new tunnel site becomes available for the Dig action only when the site below it is free from guardians.

Guardians

- When an archaeologist returns to your player board at the end of the round from a site with multiple guardians, you gain one *Fear* card for each.
- There is no way to overcome a guardian that has not yet been revealed.
- When there are multiple guardians on a site, you can overcome them in any order – each guardian in a separate main action.
- **You will receive no points for the 6 guardians from the tunnel, but you may still use their boons.** (You don't have to remember which guardians came from the tunnel. Just remember that 6 don't count.)

The Survivor

- You start with an assistant, and you can gain two more. Pretend your board has spaces for three. The survivor can be upgraded or refreshed, just like the other assistants.

Story

- Gain the and read a story card each time you remove the last guardian from a tunnel site.
- When you gain the 11-point tile, read the story text marked with the in this rulebook.

Rival

- The rival will not Dig at the Tunnel of Terror sites that still have guardians.
- If the rival tries to Discover a site when none are left, the rival will Discover a site instead.

Goals

To win the chapter, you need to complete these two goals:

- The Tunnel of Terror must be free of guardians.
- – Gain an 11-point tile.

Read this text when you gain the 11-point tile.

Found at last!

It took some time to decipher the elaborate riddles written upon the tunnel walls, but it paid off! They were hiding a set of instructions that pointed the way to our goal.

We have finally emerged from the tunnels and caves, and let me tell you one thing – I hope to never set foot in them again! This was really more than we had bargained for – but so is the reward, I reckon. What we have found here far exceeded our expectations! It is none other than the Temple of Wisdom, dedicated to Jha-Jhu, the Father of Men and Guardian of Secrets. To think that these two temples would be connected by underground tunnels! It was an unusual discovery.

When we entered, we rejoiced even more. Finally, we found the very purpose of this expedition – Professor Vastil!

Achievements

- Score 2 extra points for claiming your first 6-point tile.
- Score an additional 5 points for claiming your second 6-point tile.
- Score 4 points if you have only one or zero *Fear* cards in your deck at the end of the game.

Remember that you will not receive any points for 6 guardians.

Conclusion

Read this if you win the chapter:

When we found Professor Vastil, he was in poor condition. He looked haggard and was wounded from a clash with a guardian. We tended to his wounds as best we could.

As soon as he was able to talk, we finally got the full account of what happened to his expedition. At first, everything was going well, and they made good progress exploring the island. However, as they ventured further inland, a terrific beast ambushed their camp. Their plane was damaged from the attack, and the creature made off with one of the professor's companions. After looking for them to no avail, the professor had presumed the missing person dead, so you cannot imagine the joy in his eyes when he saw his friend with us, alive and well!

But soon, his gaze darkened with worry, and he admitted in a shaky voice that he needed our help finding someone else as well – he had another companion, a friend who got trapped inside a fascinating and dangerous place called "The Temple of Tides." Unable to open the blocked passage to free him, the professor set off on a quest to find a secret entrance to the temple, which was the very reason he decided to travel here and braved these ominous tunnels. But now, when he finally found out the location of the hidden entrance, his injuries prevent him from attempting the rescue himself.

Rewards

If you successfully finished this chapter, you will start the next chapter with one face-down idol on your board. You will also start with one extra artifact on the bottom of your deck:

- If you fulfilled the goals of this chapter, start with the *Stone Key* card.
- If you also fulfilled **one** of the achievements, you may **instead** keep one of the artifact cards from your deck, provided it costs 3 compasses or less.
- If you fulfilled **multiple** achievements, you may **instead** keep any artifact from your or your rival's deck, provided it costs 3 compasses or less.

Additionally, choose one of the assistants you finished this chapter with to accompany you in the next chapter.

Please make a note of which rewards you chose so you can start with these in the next chapter.

Chapter IV – The Temple of Tides

To save Kutil's companion, someone must enter the secret entrance during low tide. Unfortunately, the passage was designed as a test. After entering the temple this way, one needs to complete a trial: outrun the rising water while figuring out how to open a series of puzzle doors. According to the professor, most of the temple is actually built below the water level. It has a complex system of dams and locks, which makes it fill with water during high tide and empty itself during low tide.

Regardless of how foolhardy it all seems, we have deemed it our duty to help, since Professor Kutil is in no condition to run this gauntlet himself. We have left him at a safe place in the care of some of my companions.

To help us, the professor has entrusted us with his research notes about the secret entrance, an idol, and a mysterious artifact he believes could help with some of the doors. Let's hope we will be fast and clever enough!

Setup

To set up this chapter, follow the steps below and then set up the rest of the game following the standard solo game setup.

Step 1

From Chapter III:

- You start the game with an extra assistant. If you played the previous chapter, choose one of your assistants from Chapter III; if not, take a random one. It is silver side up and refreshed.
- Start with one face-down idol.
- Place the *Stone Key* artifact on the bottom of your deck (or another card instead, if you gained it as a reward in the previous chapter).

Step 2

- Use the **SNAKE TEMPLE** side.
- Remove the *Star Charts* artifact from the game for this chapter.
- Set aside the *Guardian's Crown*, *Crystal Earring*, and *Obsidian Earring* artifacts to be used in step 4.

- Place the crashed plane site face down on the level I site.
- Do not cover any spaces with the tiles at the start of the game – all of the spaces are accessible during your first round.

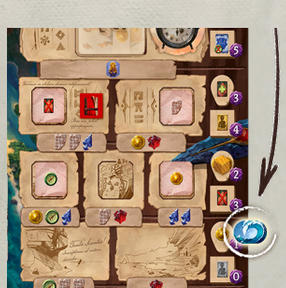
Step 3

- Your notebook token starts on row 3 of the research track. (Leave the bonus tile there.)
- Place a at the end of rows 2, 6, and 8 on the research track.
- Place the at the end of row 4 as a special story marker.

Step 4

- Do not set up the usual temple tiles.
- Instead, place the *Crystal Earring*, *Guardian's Crown*, and *Obsidian Earring* on the temple.
- Place 2-point tiles on the artifacts as shown – two stacks of two, and a stack of three in the middle.

Step 5



- Place a random tile beside the first row of the research track. This marks that the row will be flooded at the end of the round.

Step 6

Rival Difficulty	Number of 6-point tiles
0	0
1, 2	1
3, 4	2
5, 6	3
7, 8	4
9, 10	5

Take the starting resources according to your difficulty level. When setting up the temple tiles, place 6-point tiles on your rival's board according to your difficulty. To count your difficulty, you add up the value of all the rival cards you choose to use. Green has a value of 0, red 1, and purple 2.

Special Rules

To win this chapter, you need to safely reach the temple and gain all three artifacts that are hidden there.

Flooding

- The water level will rise over the course of the game. At the end of each round, check the Flooding Rules section to see how the flooding progresses.
- **If your magnifying glass is on a flooded space at any time, you lose the game.**
- After you advance the water level at the end of each round, gain *Fear* for each step your notebook would need to move to get above the water level, including the end of the fifth round.
- Once a site is flooded, it cannot be used for card effects.

Main Board

- At the end of round I, reveal the crashed plane site. It counts as a site for various card effects in this chapter. It cannot be discovered before that.
- **Whenever you discover a new site, draw two tiles and choose one of them. Put the unused tile on the bottom of the deck.**

Story

- Whenever your magnifying glass reaches a row with a , draw and resolve a story card.
- The marks one of your goals. When you reach it with your magnifying glass, check the goal as complete and read the text.
- The story card at the Lost Temple row will offer you an optional bonus instead of taking one of the face-down bonus tiles. You may look at the tiles before deciding whether to take one or to use the optional bonus.

Rival

- Any time your rival cannot place an archaeologist, she will gain a coin. For each coin, she scores 1 point at the end of the game.
- If the rival should take a temple tile, she takes one from the box.

Researching

- Thanks to Professor Kutil's research notes, you start with your notebook token on row 3 – the previous rows are skipped, and you don't gain rewards from them. Otherwise, the usual rule applies – you cannot advance your notebook until your magnifying glass is ahead of it.
- In this scenario, it is possible to get to the temple even with your notebook token. If you reach it, place the token on the leftmost free spot and take a bonus tile (if there is any).
- When exploring the Temple of Tides, you may pay to take 1 temple tile as usual. Initially, however, only 2-point tiles are available for you.
- When you remove the last tile from an artifact, you immediately put it into your play area and resolve its effect. So you need to:
  - Acquire the two 2-point tiles costing each to get the *Crystal Earring*.
  - Acquire the three 2-point tiles costing each to get the *Guardian's Crown*.
  - Acquire the two 2-point tiles costing each to get the *Obsidian Earring*.
- Once you have claimed all 3 artifacts, you can continue buying temple tiles according to the standard rules. They are unlimited in this scenario – take as many from the box as you need.
- **At any time, as a free action, you may remove one of your 2-point tiles from play to gain one .**

Flooding Rules

At the end of round I:

Flip over 3 tiles at random. Use them to completely block the corresponding sites by placing the tiles over their effects. The sites are now flooded and unusable for the remainder of the game.

- Flood the first row of the research track by placing the over the magnifying glass effect as shown.
- Place the remaining tile beside row 2. This marks that the space will be flooded at the end of the second round.
- Reveal the crashed plane on the level I site. It counts as a site for various card effects in this scenario.

At the end of round II:

- Use the supply board to completely flood all the sites and the first two rows of the research track. (Retrieve the 3 tiles in the process.) If any of the rival's research tokens were in the first two rows, place them on a starting space on the supply board.
- Place 3 tiles beside rows 3, 4, and 5. These spaces will be flooded at the end of the third round.

At the end of round III:

- Flood the 3rd, 4th, and 5th row of the research track by moving the tiles beside it onto the board.
- Place tiles beside rows 6 and 7. The water will flood these rows at the end of the fourth round.

At the end of round IV:

- Flood the 6th and 7th rows of the research track by moving the onto the board.
- The research track is now completely flooded except for the temple area, which will remain safe for the rest of the game.
- After your archaeologists return home, deal 4 guardians face up to discovered sites. Start at the top row and deal left to right, skipping sites that already have a guardian. (If there is not room for all 4, deal as many as you can.)

Goals

To win the chapter, you need to complete these three goals:

- – Reach the assistant rescue space with your .
- – Keep your above the flood and advance it to the Lost Temple space.
- Gain the three sacred artifacts from the Lost Temple.

Read this text when you reach the assistant rescue space:

Another Survivor!

We found Vlatil's colleague! While unharmed physically, they seem quite shaken. It must have been quite the ordeal to wait here alone for such a long time. I hope we can get out of this place soon; I expect nothing will speed recovery as much as the long-desired freedom.

Take the marker and move it to the Lost Temple.

Read this text when you reach the Lost Temple:

Under Siege

As we emerged from the temple, the view was breathtaking. A large white tree marks the center of this valley, while steep cliffs envelop it, allowing for only one way out.

What we did not expect were the sounds of battle that filled the air. We found Antoinette and her expedition defending desperately against the onslaught of numerous Guardians. We rushed to help them, but despite our best efforts, we had to retreat back into the temple together. From Antoinette's somewhat apologetic behavior, I gathered that there might be a reason for the Guardians' rage and that she knows it.

Regardless, any explanations will have to wait – we need to focus on survival just right now.

We cannot go back, and we cannot pass the enraged beasts. If we are to escape this place, we will need to figure out a way to calm them for at least some time. I believe the temple behind us might hold the key to our problem – judging from what we have found out so far, there should be priest attire hidden in it that supposedly lets one control the Guardians. This is our last shot; we cannot hold the door for much longer.

Achievements

- If you reach the temple with your notebook token, score 3 points in addition to the points shown beside its space.
- Score 4 points if you overcome 4 or more guardians.
- Score 3 points if you have 3 or less *Fear* in your deck at the end of the game.

Conclusion

Read this if you win the chapter:

In the end, we managed to acquire the high priest's crown and earrings, which truly had a calming effect on the Beasts for a short time. We managed to slip out of the valley and reach the shore, but the once relatively peaceful island has transformed profoundly, danger lurking behind every corner. Even with the artifacts, we do not dare stay on the island.

As for the reason for the change, Antoinette confessed that she might be the culprit behind this. The anonymous donor funding her efforts here on Arnak has asked her to study and research the connection between the indigenous fauna and the ancient culture. She found mentions of a ritual that supposedly influenced the beasts of the land – but after performing it, it seems something has gone seriously wrong, as they went into a blind rage instead and have not calmed since.

We will return home for now to flee the Guardians' wrath as well as to bring the professor to a safe place, where he can focus on recovery. Whether we will be able to return one day remains to be seen. We can only hope that the beasts will calm down with time, or that we can find out from the materials we have gathered so far what might remedy this situation.

Many questions remain – who was Antoinette's mysterious donor, and why did he wish to remain anonymous? What sparked his interest in Arnak's fauna specifically, when nobody ever heard about this island, let alone the Guardians, before? Something about all this just seems a little strange.

Congratulations!
You have finished the campaign!

In the next column, read the conclusion corresponding to the overall dominance you gained in the campaign.

Dominance lower than 0:

Overshadowed

This expedition was much more challenging than we expected. Frankly, I am thankful we have survived at all. But it seems that Antoinette managed to gather quite a lot of material during her time on the island. Shortly after returning home, she published an amazing article gaining a lot of critical acclaims. Our accomplishments fade in comparison.

Dominance 0–20:

Satisfactory

This expedition has fulfilled all of the goals we have set for ourselves and maybe a bit more. We were welcomed warmly by our university and have been offered a permanent position there. Our research was widely praised in the scientific community. With some luck, this should offer us some possibilities regarding funding the next expedition.

Dominance 21–40:

Exceptional

Since returning, we have been increasingly busy. Our findings describing the unique connection between the ancient civilization and the ancient beasts of the island have stirred up a lot of discussion in scientific circles. Some call it the expedition of the century. We have received numerous offers of collaboration from prestigious universities and many donors have expressed interest in our next expedition.

Dominance higher than 40:

World-changing

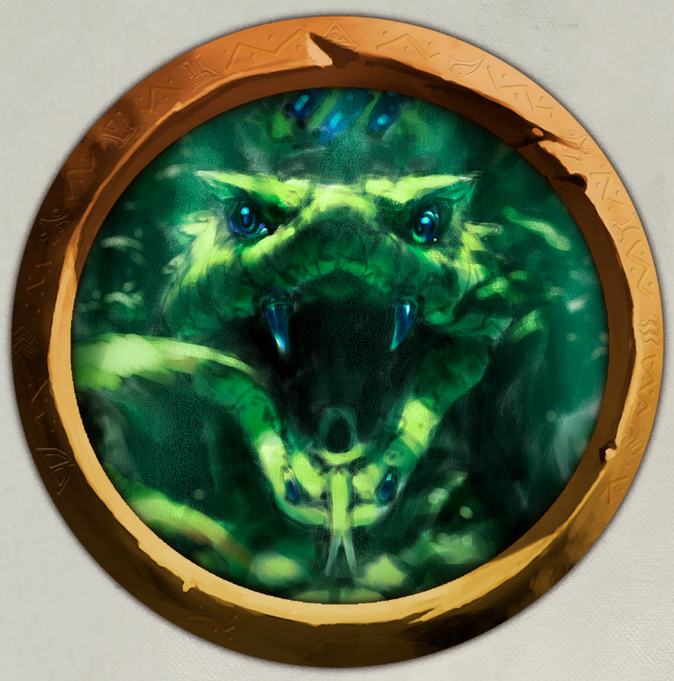
Ever since returning, our expedition has been the center of attention. Our findings have been indeed extraordinary, becoming an instant sensation. We believe we have uncovered secrets about the ancient people which may change not only the way we look at the development of civilizations but also our understanding of where some cultures originated. Numerous established scientists expressed their interest in joining our team. Donors squabble over the honor of being the ones who will fund our next endeavor.

CREDITS:
Game Design: Mín & Elwen
Writing: Mín
Graphic Design: Radek "rbx" Boxan
WebApp programming: pajada & Faire
Art:
Ondřej Hrdina, Jiří Kůs, Milan Vavroň, Jakub Politzer, František Sedláček

Special thanks to all testers from the BGG community who participated in the testing!

LOST RUINS OF ARNAK

The Search for Professor Kutil



Solo Campaign Rules Variant – Expedition Fund

In this variant, you play the campaign on the highest difficulty setting, but you have help from a wealthy patron on the mainland, who provides you with a special expedition fund.

Before the first chapter, set the number of coins in your expedition fund. We recommend trying 15 coins. Some coins from your expedition fund may be added to your resources at the beginning of each chapter.

You start each chapter with the usual resources – a coin and a compass token. After setting up the game and drawing your opening hand, you decide how many coins to withdraw from the fund. Add these coins to your starting resources and subtract them from the fund. (No coins will be added to the fund – the initial amount is supposed to last for the entire campaign.)

What is the lowest expedition fund you need to beat the rival on the highest difficulty?

Share your results with us at BGG! www.cge.as/ar-solo-bgg

Credits:

Game Design: Mín & Elwen | **Writing:** Mín | **Graphic Design:** Radek "rbx" Boxan | **WebApp programming:** pajada & Faire

Art: Ondřej Hrdina, Jíří Kůs, Milan Vavroň, Jakub Politzer, František Sedláček

Special thanks to all testers from the BGG community who participated in the testing!